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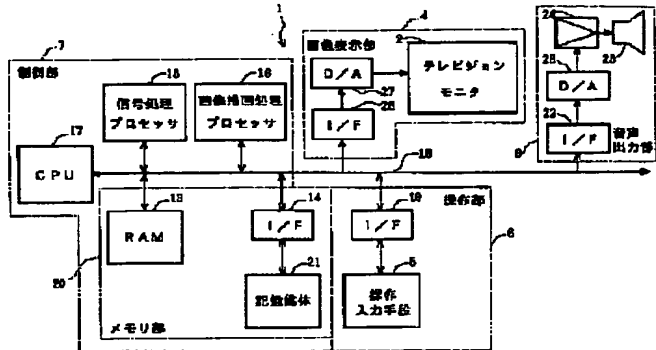
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APPLICANT : KONAMI COMPUTER
ENTERTAINMENT OSAKA:KK;

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TITLE : GAME DEVICE, GAME METHOD AND
READABLE RECORDING MEDIUM



ABSTRACT : PROBLEM TO BE SOLVED: To smoothly utter a link of characters of an inputted phrase.

SOLUTION: A CPU 17 controls a signal processor 15 and an image plotting processor 16 based on a game program of a recording medium 21, and performs frequency processing to smoothly link frequencies at every sound, a volume processing to moderate changes in the volume at every sound, an echo processing to delay by a fixed time at a low volume than the same volume and successively outputting at every sound and a delay processing to output final one sound at the low volume again as voice output processing performed for the name of an original character so that the link between voices at every sound is smoothened based on the data such as the kind of the voice (character), the pitch, the volume and the length of the voice, etc., in the name of the original character stored/set in a RAM 13, and the utterance of a boundary part between characters of the name of the original character is linked smoothly.

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